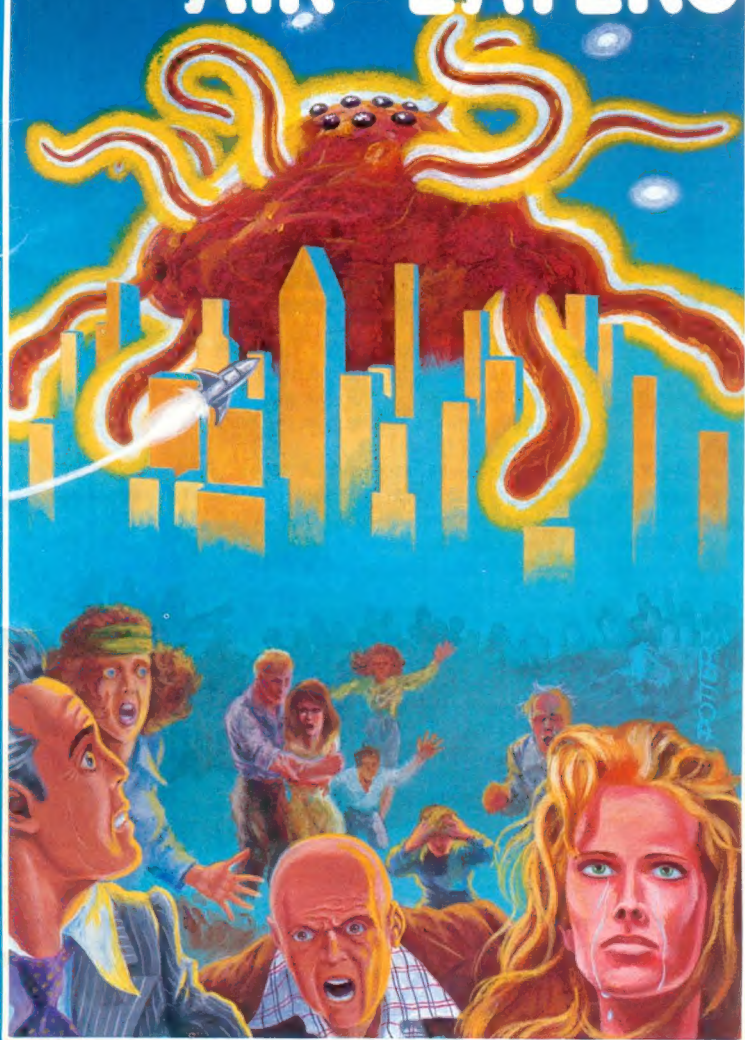


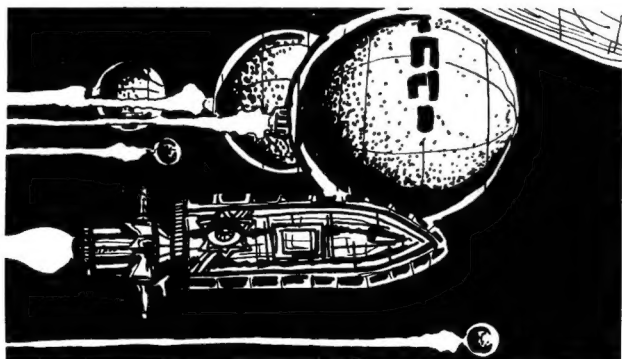
INVASION of the AIR-EATERS



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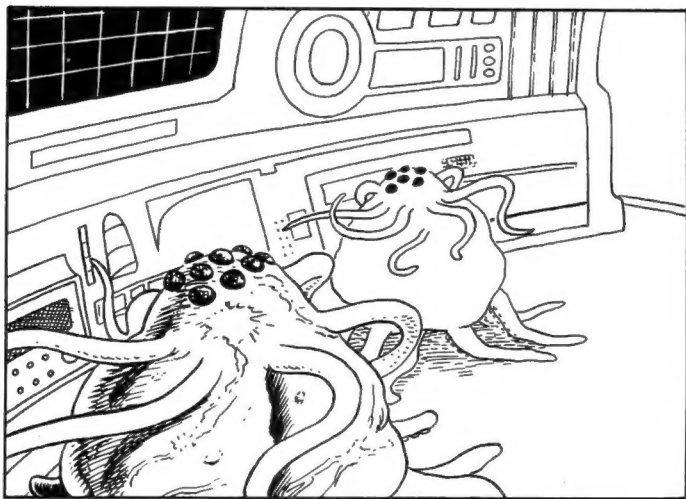
INVASION of the AIR-EATERS

Alien Conversion of Earth in the 1980s

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1.0 INTRODUCTION

In 293 A.D., on the only planet of a small red star in the constellation Orion, a fateful decision was made. Starships would be sent forth to find new worlds and to colonize them. The planet was overcrowded; the race had to expand. With luck, some of the ships would find rich and fertile worlds to settle; thereby, achieving population growth. Unfortunately, the home planet would never know the fate of its ships. The ships could neither travel faster than light nor communicate by means of anything faster than light.

One of the largest of the ships arrived at a medium-sized yellow star with nine planets, about 1500 lightyears from its home world. The first and third planets both looked promising; however, the third planet had great mineral wealth and large quantities of water. Also, its toxic atmosphere could be converted to life-supporting sulfur dioxide more easily than a new atmosphere could be manufactured for the first planet. Unfortunately, the third planet had dangerous biological activity. The native life forms would have to be fought for a period of time, preferably without damaging the planet's mineral wealth, until the atmospheric converters could make the atmosphere unbreathable for them.

On February 3, 1983, a telescope at Kitt's Peak Observatory sighted an "asteroid" moving in a rather peculiar path. The object periodically emitted hot flares, visible from three million kilometers away. The next day, when the object changed its trajectory into a path leading to an Earth orbit, astronomers knew that it was no natural object. Despite its tremendous size of over two kilometers in length, the object had to have been made by intelligent beings.

The UN was notified as soon as the nature of the object became apparent. Newspapers all over the world headlined it. Coded messages were sent to the Alien ship by a variety of media. The Aliens ignored the messages. The great ship approached Earth in silence. When it arrived, five small pods detached. They landed in New York City; Osaka, Japan; Lake Geneva, Wisconsin; Austin, Texas; and near the South Pole. A dome materialized from the lander in Wisconsin. A huge tower-like structure emerged from the lander in Texas. The lander in Antarctica was not heard from for a long time. But the Alien's actions in New York and Japan could leave no doubt as to their intentions: from each of these landers, a great machine mounted on treads crawled forth, and white incandescence arced between the machine's antenna and a nearby building. The building simply vanished, leaving only a flash of light, a great burst of radio static, and the smell of ozone. Later, more landers and more crawlers came out of the dome in Wisconsin. Scientists began to note a change in the chemical composition of the atmosphere.

The Terrans soon found that their guns, bombs, and missiles had little effect on the Aliens. Their projectiles disintegrated into a white glow and radio static as they approached the Alien machines. Certainly, huge amounts of firepower would, after a long period of time, heat up and melt the Alien units, but this process was much too slow and unreliable. The landers did not have force fields, but they were fast enough to avoid or escape from attackers. Moreover, the Aliens could move around by converting matter to energy and later back to matter. They could also create new units at their bases by storing up quantities of energy and then firing it through hologram-like recordings. The Aliens were not numerous, but, at least initially, they could not be stopped.

The Aliens had made a serious miscalculation however. Their own scientist caste had long been extinct, and the Aliens' technology had stagnated tens of thousands of years before. They were unable to conceive of rapid technological advancement. The Terrans were able to make improvements on their submarines, build lasers whose energy could not be rapidly dissipated by the Alien force fields, copy the Alien antimatter disintegrator beams, create crude force fields of their own to protect their lasers and disintegrators, counteract the atmospheric conversion, and launch armed space vehicles to threaten the Mothership— if given enough time.

INVASION OF THE AIR EATERS is a grand strategic level simulation of the Alien invasion of Earth in the 1980's for two players. Each turn represents three months. Hexes are about 2000km at the equator, though much smaller near the poles. Alien units are single vehicles or complexes, each run by several Aliens. Terran armies represent 3000-6000 tanks, several hundred combat aircraft, and

300,000 to 800,000 men. Terran submarine fleets represent 30-50 attack subs. Other, advanced Terran units represent 20-30 vehicles or machines and about 100 men.

2.0 MAP

The map represents the land and sea areas of the entire Earth. The large numbers in some of the hexes indicate the number of Industrial Units (IUs) in that hex. The shaded areas represent political boundaries (see Advanced Game rule 16.0). The row of numbers at the bottom of the map indicates the current Atmospheric Index (see 13.0). Boxes are provided for units in space.

3.0 COUNTERS

Counters consist of units, Devastation markers, and the Atmospheric Index marker.

3.1 Units. Each Alien and Terran unit bears a silhouette, an abbreviation for its type, and its Movement Factor. A Movement Factor of U indicates that the unit has unlimited movement. Note that all units have Movement Factors of either 0, 1, or U. The unit type abbreviations are as follows:

ALIENS

MS: Mothership
ESC: Escort spaceship
LN: Lander
CW: Crawler attack vehicle
B: Base (production and transporters)
AC: Atmospheric Converter

TERRANS

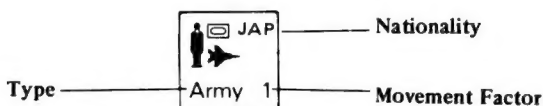
A: Land army and air force
SF: Submarine Fleet
ISF: Improved Submarine Fleet
LB: Laser Battery
LT: Laser Tanks (with force fields)
DB: Disintegrator Battery
DT: Disintegrator Tanks
SAF: Space Attack Force
CORV: Corvette-class spaceships

Terran armies also have abbreviations for their nationality, as follows:

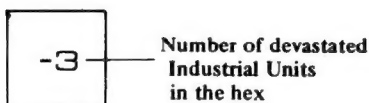
US: Continental United States
NATO: Forces in Europe, US and Western European
JAP: Japan
CH: China
IND: India
IIS: Iran, Iraq, and Syria
EI: Egypt and Israel
EE: Eastern Europe (Warsaw Pact)
SOV: Soviet Union

The nationalities have no function in the game unless Advanced Game rule 16.0 is being used.

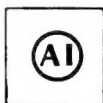
SAMPLE UNIT:



3.2 Devastation Markers.



3.3 Atmospheric Index Marker.



BASIC GAME

INVASION OF THE AIR EATERS has two versions: a Basic Game and an Advanced Game. Gamers should play the Basic Game until familiar with the game mechanics. The Advanced Game is more realistic, but also more complex.

4.0 PREPARATION FOR PLAY

4.1 Terran Set-up. The Terrans initially have 12 armies and four Submarine Fleets (SF). Two armies are placed in hex 1311. One army is placed in each of the following hexes: 1117, 1312, 1413, 1412, 1614, 1613, 1410, 1813, 1609, and 1710. One Submarine Fleet (SF) is placed in each of the following hexes: 1323, 1316, 2217, and 1807.

4.2 Atmospheric Index. The Atmospheric Index marker is set at 20 on the track of numbers on the map edge.

4.3 Alien Set-up. The Alien player begins the game with the Mothership (MS), one base deployed on the Mothership, and any ten other units of his choice. The Mothership (MS), all landers, and all escorts are placed in the In Orbit box. All crawlers, bases, and ACs are put in the On Mothership box. All except one base, and all ACs,

must be setup face-down, indicating that they are undeployed (see 7.0).

4.4 First Turn. The game now begins. See First Turn Surprise rules (14.0).

5.0 GAME-TURN SEQUENCE

INVASION OF THE AIR EATERS has a rather elaborate Game-Turn sequence, but none of the individual phases are very complicated.

I. Atmospheric Conversion. The Atmospheric Index is reduced by one for every deployed Atmospheric Converter (AC) unit in a land hex.

II. Alien Production. Each deployed base in a land hex automatically produces one new Alien unit. Each deployed base in a sea hex or on the Mothership (MS) produces a new unit if a 1-3 is rolled on a die for that base.

III. Deployment of Bases and ACs. Face-down (undeployed) bases and Atmospheric Converters (AC) may be turned face-up (deployed).

IV. Movement

A. Initial Beaming. An unlimited number of Crawlers (CW), Landers (LN), undeployed bases, and undeployed Atmospheric Converters (AC) may be moved from the Mothership (MS) to a base or vice versa or from one base to another by way of the Mothership (MS).

B. Terran Transport. Two armies and an unlimited number of Laser Battery (LB), Laser Tanks (LT), Disintegrator Battery (DB), and Disintegrator Tank (DT) units may be moved an unlimited distance.

C. Crawlers. Each Crawler (CW) may move one hex, regardless of terrain.

D. Terran Movement. Each army, Laser Tank (LT), and Disintegrator Tank (DT) unit may move to an adjacent land hex through a land hexside. Each Submarine Fleet (SF) and Improved Submarine Fleet (ISF) may move an unlimited distance to a hex which is all or part sea. Each Space Attack Force (SAF) and Corvette (CORV) may move an unlimited distance to the In Orbit box or a land hex.

E. Landers. Each Lander (LN) may load one Crawler (CW) or undeployed Base or Atmospheric Converter (AC) in its hex, move an unlimited distance to any type of hex or the In Orbit box, and unload.

F. Final Beaming. Same as Initial Beaming.

V. Combat

A. Aliens Fire. Each Crawler (CW) may fire at a Terran unit in its hex. Each Escort (ESC) and the Mother Ship (MS) may fire at a Terran unit in the In Orbit box.

B. Terrans Fire. Each surviving Terran unit may fire at an Alien unit in its hex or space box.

VI. Terran Production. The Terran player counts the number of undevastated Industrial Units (IU), and then allocates them to Research and Development Support, production of new units, and Atmospheric Reconversion. New units are then placed on the map. The

Atmospheric Index is raised by one for every 15 IUs that are allocated to Atmospheric Reconversion.

VII. Terran Research and Development. The Terran player rolls a die for each R&D project for which the prerequisites have been fulfilled and for which 10 IUs have been allocated this turn. On a die roll of 1 or 2 (1, 2, or 3 if the die roll modifier applies), the R&D is successful.

6.0 ALIEN PRODUCTION

6.1 Method. New alien units are produced by deployed Bases. Each Base in a land hex automatically produces a unit. A die is rolled for each base in an all-sea hex and for the base on the Mothership; these produce a unit if a 1-3 is rolled. If a Base on a land or sea hex produces a Crawler (CW), Atmospheric Converter (AC), or another Base, the new unit may be placed in the hex.

If the Base on the Mothership produces, an Escort (ESC) or Lander (LN) it is placed on the In Orbit box. A crawler (CW), Atmospheric Converter (AC), or Base produced by the Mothership is placed in the On Mothership box.

6.2 Limitations. New Motherships may not be produced. Units may not be produced in excess of the counter mix; no new counters may be made up. Destroyed units may be rebuilt. The Alien player may voluntarily destroy his own units, so that new ones can be built at bases.

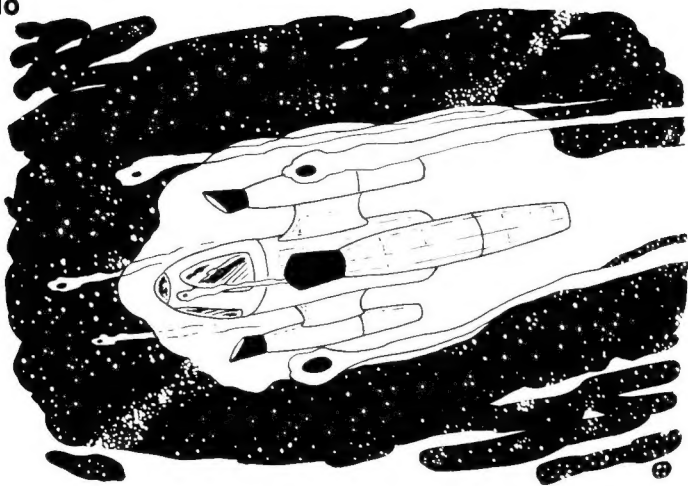
7.0 DEPLOYMENT OF BASES AND ATMOSPHERIC CONVERTERS

7.1 Deployed and Undeployed Units. All except one Base and all Atmospheric Converters (AC) start the game face-down (undeployed). When new Bases and Atmospheric Converters (AC)s are produced, they are placed face-down on the map. During the Deployment Phase (see 5.0), face-down units may be turned face-up. Atmospheric Converters (AC)s may be deployed in the same Game-Turn that they are produced, but bases may not be. Deployed units must remain deployed.

7.2 Movement of Bases and Atmospheric Converters (AC)s. Undeployed Bases and Atmospheric Converters (AC)s may be beamed (see 8.3) and transported by Landers (LN) (see 8.7), but deployed bases and Atmospheric Converters (AC)s may not be beamed or transported.

7.3 Functioning. Only deployed Bases may produce or be used to beam units. Only deployed Atmospheric Converters (AC)s cause the Atmospheric Index to decrease. Both deployed and undeployed units defend normally.

7.4 Locations. *No more than one base and one Atmospheric Converter (AC) may be deployed in a hex.* Atmospheric Converters (AC)s may not be deployed in all-sea hexes or on the Mothership (MS). Bases may be deployed in all-sea hexes, but only the single already-deployed Base in the Alien set-up (see 4.3) may be deployed on the Mothership (MS).



8.0 MOVEMENT

8.1 General. Each unit type has its own type of movement and must be moved in the proper Movement subphase (see 5.0). A unit may be moved in more than one subphase during a Game Turn. *EXAMPLE:* A Crawler (CW) could conceivably be beamed, moved under its own power, transported by a Lander (LN), and beamed again in a single turn.

8.2 Other Units. Any unit may freely move or be transported into, out of, or through a hex occupied by a friendly or enemy unit.

8.3 Beaming. During each Beaming subphase, Alien units may be moved from the On Mothership or In Orbit boxes to a hex containing a deployed Base, or from a base hex to the Mothership. Units may also be moved from one base to another if the Mothership has not been destroyed. Underwater Bases may be used for beaming. An unlimited number of Landers (LN), Crawlers (CW), undeployed Bases, and undeployed Atmospheric Converters (AC)s may be beamed each turn. Escorts (ESC) may not be beamed.

8.4 Terran Transport. Two armies and an unlimited number of Laser Battery (LB), Laser Tank (LT), Disintegrator Battery (DB), and Disintegrator Tank (DT) units may be moved to any land hex each turn. Units may be transported through sea hexes.

8.5 Crawlers (CW). Each Crawler may move to an adjacent land or sea hex. Hexes on the west end of the map are considered adjacent to corresponding hexes on the east end. (This applies to other unit types as well, though it is less important for them.) For Crawlers only, all hexes on the northern edge are considered adjacent to each other, and all hexes on the southern edge are considered adjacent to each other. *EXAMPLE:* A Crawler can move directly from hex 2330 to hex 2726.

10.0 COMBAT

10.1 General. Crawlers, Escorts, and the Mothership may attack Terran units in their hex or box during the Alien Fire Phase. Then, Terran units which have not been destroyed may attack Alien units in their hex or box during the Terran Fire Phase. Each attack is resolved by using the following steps:

1. Determine the Combat Environment (Land, Underwater, or Orbital), the Attacker Unit Type, and the Defender Unit Type.
2. Consult the proper Combat Results Table (CRT) to determine the die roll needed to destroy the target unit.
3. Roll a die to determine the result of combat.

EXAMPLE: A Crawler and LT occupy the same land hex. If the Crawler attacked the LT during the Alien Fire Phase, the Land CRT for Aliens Attacking would be consulted. Indexing the Crawler line with the LT, DT column on the CRT, one finds that a die roll of 1, 2, or 3 is necessary for the Crawler to destroy the LT. If the LT survived, it could attack the Crawler. Indexing the LB, LT line with the Crawler, Base, AC column on the Land CRT for Terrans Attacking, one finds that a die roll of 1 is necessary for an LT to destroy a Crawler.

10.2 Combat Environment. Combats in which the attacker and target occupy the In Orbit box are considered to be Orbital Combat. Attacks in which the units occupy a hex which is all or part land are considered Land Combat. Attacks in which the units occupy an all-sea hex are considered to be Underwater Combat. Note that subs in hexes which are part sea and part land cannot attack.

10.3 Multiple Units. If several enemy units occupy the same hex as one attacking unit, the attacker may select any one of the enemy units as a target. If several attacking units occupy the same hex as a single enemy unit, each of them may separately attack the target unit. If several attackers occupy the same hex as several enemy units, any attackers may attack any target units, with one separate attack for each attacking unit. Individual attacks never involve more than one attacker or target. No unit may attack more than once per Combat Phase. However, a unit may be attacked more than once per Combat Phase. The attacking player does not have to announce all of his attacks at the beginning of his Fire Phase; he may roll one attack and then decide what the target of his next attack will be.

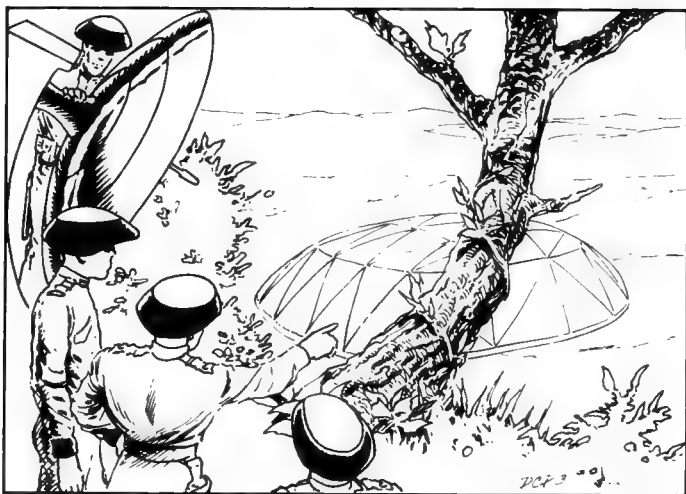
10.4 Industrial Unit (IU) Devastation. Rather than attacking a Terran unit, a Crawler may attack an IU in its hex. If a 1-3 is rolled on a die, a Devastation Marker is placed in the hex. Each hit destroys one IU. More than one Crawler may attack the IUs in a hex. Crawlers which attack IUs may not attack Terran units in that Combat Phase.

10.5 Armies. Armies cannot be destroyed. Only two Armies in a hex may attack during a single turn.

10.6 Units on the Mothership. If the Mothership is destroyed, all units in the On Mothership box are also destroyed.

11.0 TERRAN PRODUCTION

11.1 Counting Industrial Units (IU). The Terran player first determines how many undevastated IUs are on the map. This will be



45 minus the value of the Devastation markers. This number should be written down each turn. IUs in Alien occupied hexes may be counted.

11.2 Allocation of IUs. The Terran player next writes down how IUs are to be used during the current Game Turn. IUs may be allocated towards new unit production (see 11.3), Atmospheric Reconversion (see 13.3), or Research and Development Support (see 12.3). IUs may not be accumulated. However, IUs may be allocated towards unit production or Atmospheric Reconversion on a later turn, as long as the necessary R&D has been completed (see 12.0). The balance of the IUs necessary to produce that unit or do the Atmospheric Reconversion may be allocated on a later turn.

11.3 New Unit Production. Each unit type has an IU cost indicated on the Terran Production Chart. This number of IUs must be allocated to produce each unit. Units may not be produced in excess of the counter mix provided, nor may IUs be allocated toward production of a unit if all counters are in play. Destroyed units may be rebuilt at their original cost.

11.4 Placement of New Units. New units are placed on the map the same Game Turn that their IU cost is completed. They may be placed in any hexes which have one or more undevastated IUs. An unlimited number of new units may be placed in a hex.

12.0 TERRAN RESEARCH AND DEVELOPMENT

12.1 General. Most types of Terran units may not be produced unless the Terran player has successfully done Research and Development for that type of unit. Also, the Terran player may not do Atmospheric Reconversion unless R&D has successfully been achieved. R&D involves allocation of ten IUs and a die roll.

12.2 Prerequisites. Research and Development may not be attempted until all prerequisites for that R&D project are fulfilled. (See the Terran R&D chart.) Prerequisites involving combat in a

particular environment require only that one Terran unit or IU be either the target or the attacker for one attack in that environment on that turn. Prerequisites involving an attack on a particular type of Alien unit require that a Terran unit survives the Alien Fire Phase and that the indicated type of Alien unit be the target unit for a Terran attack.

12.3 IU Costs. Each Research and Development project needs, allocated to it, ten IUs per turn that it is researched. These IUs must have been allocated during the Terran Production Phase of the current Game Turn. IUs may not be allocated towards R&D on future turns. No more than ten IUs may be allocated toward any one project each Game Turn, but IUs may be allocated to more than one project in a Game Turn.

12.4 Research and Development Die Roll. The die is rolled separately for each R&D project. If a 1 or 2 is rolled, then that type of unit may be produced next turn (or Atmospheric Reconversion (AR) may be done next turn). However, each project has certain conditions under which a die roll of 1, 2, or 3 rather than just a 1 or 2 will be successful, as described under Die Roll Modifiers on the Terran R&D chart.

13.0 ATMOSPHERIC INDEX

13.1 General. The Atmospheric Index starts the game at a level of 20. If the Atmospheric Index reaches 0, the game ends (see 15.0).

13.2 Atmospheric Converters. At the beginning of each turn, the Atmospheric Index may be reduced by one for every AC unit which is deployed in a land (or part land) hex.

13.3 Atmospheric Reconversion. If the Terran player has completed the necessary R&D (see 12.0), the effects of ACs may be counteracted. For every 15 IUs allocated to AR, the Atmospheric Index is increased by one. As with unit production, IUs may be allocated toward AR on a later turn. *EXAMPLE:* 6 IUs are allocated to AR on one Game Turn. Nine more IUs allocated to AR on any later turn will raise the Atmospheric Index by one.

The Atmospheric Index may not be raised above its original level of 20. Also, IUs may not be allocated toward AR if the Atmospheric Index is already at 20.

14.0 FIRST TURN SURPRISE

No Terran units may move or be transported on the first Game Turn. No Terran units may attack on the first Game Turn. The Terran player may not count IUs (see 11.1), produce new units (see 11.3), or conduct Research and Development (see 12.0) during the first turn. The Alien player does not conduct Atmospheric Conversion, deployment of bases and ACs (see 7.0), or Beaming during the first turn. However, the base deployed on the Mothership may roll for production (see 6.0).

15.0 VICTORY CONDITIONS

The game ends when the Atmospheric Index is reduced to 0, or when a Terran Victory occurs.

An Alien Victory (Advanced Game) occurs when the Atmospheric Index is reduced to 0.

An Alien Victory (Basic Game) occurs when the Atmospheric Index is reduced to 0, and the Mothership has not been destroyed.

A Draw (Basic Game only) occurs when the Atmospheric Index is reduced to 0, but the Mothership has been destroyed.

A Terran Marginal Victory (Advanced Game): (See 19.5.)

A Terran Victory occurs when two consecutive Game Turns, not counting the first turn of the game, pass without a decrease in the Atmospheric Index, production of an Alien unit, destruction of a Terran unit, or devastation of an IU (or OU, if Advanced Game rule 18.0 is being used).

Note: Usually a Terran Victory will become obvious before the actual victory conditions are met. The Alien player may wish to concede at that point.

ADVANCED GAME

All rules of the Basic Game except the victory conditions (see 15.0) and a few exceptions noted below apply to the Advanced Game. Players may wish to use only some of the Advanced Game rules, though this may affect play balance. The oil rules (18.0) can be dropped without affecting play balance.

16.0 POLITICAL RESTRICTIONS ON ARMIES

16.1 Terran Set-up. The Terran player sets up as indicated in 4.1, but the nationality of each Army must match the country in which the hex is located. *EXAMPLE:* The Army placed in hex 1813 must be the Indian Army. The Eastern European Army is in hex 1311.

16.2 New Armies. One of the US Armies, one of the Soviet Armies, and the Japanese Army are not in the initial set-up. If these are produced, they must be placed in hexes in their respective home countries with one or more undevastated IUs. They may not be produced if no such hexes exist.

16.3 Army Transport. Rather than being able to transport any two Armies each Game Turn (see 8.3), the Terran player may transport up to two Western (US, NATO, or Japanese) Armies and one Soviet (or Eastern European) army each turn. Other Armies may not be transported.

16.4 Area Restrictions

16.4.1 Soviet Union and Eastern Europe: Only Soviet and Eastern European (EE) Armies may be transported or moved into hexes in the Soviet Union and Eastern Europe which have one or more IUs, devastated or not.

16.4.2 China: Only the Chinese Army may enter hexes 1710 and 1811.

16.4.3 Other Industrial Areas: Only US, NATO, and Japanese Armies may enter hexes in non-Communist areas that contain one or

more IUs (including devastated IUs).

16.5 Neutral Armies. The Armies of China, India, Egypt/Israel, and Iran/Iraq/Syria may not be transported. The Chinese Army may not move out of China. The Indian Army may not move out of India (hexes 1813 and 1914). The EI Army must stay in hexes 1614 and 1714. The IIS Army may not move.

16.6 Stacking of Armies. Western (US, NATO, and JAP) and Soviet Bloc (SOV and EE) Armies may not stack with each other. Neither may stack with the Chinese Army. Either Western or Soviet Bloc Armies may stack with the IND, EI, or IIS Armies.

16.7 End of Politics. When the Atmospheric Index reaches ten, rules 16.4, 16.5, and 16.6 are no longer valid. However, the transport restrictions (16.3) still apply, as does rule 16.2. The rules do not go back into effect if the Atmospheric Index is later raised above ten again by AR.

16.8 Other Unit Types. Units other than Armies do not have nationalities and are not affected by any of the rules in this section.

17.0 ANTARCTICA

17.1 Terran Transport. Terran Armies may not be transported into or out of an all-land hex in Antarctica. LB, LT, DB, and DT units *may* be transported into or out of all land hexes. Armies, LTs, and DTs may use normal land movement (see 8.6.1) in Antarctica.

17.2 Alien Production. Alien bases deployed in Antarctica produce a new unit only if a 1-3 is rolled on a die, not automatically like other land bases (see 6.0).

17.3 Movement across the South Pole. For Crawlers, but not Terran units, all hexes on the south map edge are adjacent. (This is a Basic Game rule—see 8.5)

18.0 OIL

18.1 Oil Units (OUs). At the beginning of each Terran Production Phase, the Terran player receives oil from 45 OUs minus the value of any devastation of OUs (see 18.5). OUs in the Alien occupied hexes may be counted.

18.2 Mapboard. OUs have not been printed on the mapboard, to reduce confusion for people playing the Basic Game. Gamers who plan to use this rule should write the following numbers on the mapboard using a different color than the IU numbers or with the OU numbers circled:

16 OU in hex 1714

8 OU in hex 1613

4 OU in hex 1410

2 OU in each of hexes 0515 and 1519

1 OU in each of hexes 1018, 1916, 1118, 1117, 1218, 1717, 1211, 1615, 1512, 1511, 1409, 1711, and 2113

Note that some hexes contain both IUs, and OUs; players must remember whether the Devastation markers in these hexes apply to the IUs or OUs.

18.3 Use of OUs. IUs may not be allocated toward anything, including AR or new unit production on a later turn, unless an equal number of OUs are also allocated. *EXAMPLE:* Production of an SF takes 15 IU and 15 OU, and a DB takes 5 IU and 5 OU.

18.4 Oil Reserves. OUs, unlike IUs, may be accumulated. Each OU which is not allocated toward anything adds one to the Terran Oil Reserves. Oil Reserves, rather than the turn's OU production, may be matched with IUs on any later Game Turn. *EXAMPLE:* The Terran player receives 45 OUs on a particular turn, but uses only 35 IUs that turn. Ten is added to the Oil Reserves, which may be used instead of OUs on any later turn.

18.5 Devastation of OUs. Crawlers may devastate OUs in the same manner that they devastate IUs, except that a die roll of 1-6 results in a hit, i.e. automatic hit, rather than just a 1-3. Each hit destroys one OU. OUs are *not* devastated from nuclear fallout (see 19.3). Oil Reserves may not be devastated.

18.6 First Turn Oil Production. The Terran player does receive oil the first turn, even though IUs do not produce (see 14.0). Thus, he will have Oil Reserves worth 45 (minus any OU devastation on the first turn) at the end of the first turn.

19.0 REPAIR OF INDUSTRY

Devastation markers may be removed from IUs during the Terran Production phase. Ten IUs of production for that turn must be allocated to repair each devastated IU. As with new unit production and AR (see 13.3), IUs may be allocated towards IU Repair on future turns. No R&D is necessary for IU repair. IUs may not be used the turn that they are repaired. OUs may not be repaired.

20.0 NUCLEAR ATTACKS

20.1 Launching a Nuclear Attack. At any point in the Terran Fire Phase, the Terran player may announce nuclear attacks against Alien units. An Alien unit which is the target of a nuclear attack must be in a land or part land hex anywhere on the board. It may be in the same hex as one or more Terran units, but it does not have to be. It may have been previously attacked during the current Game Turn. Only one Alien unit may be the target of each nuclear attack, but an unlimited number of nuclear attacks may be launched each turn. If the first nuclear attack against a particular unit fails, more attacks against it may be launched the same turn. Attacks do not have to be announced at the beginning of the Fire Phase (see 10.3).

20.2 Effects on Target. The target unit is destroyed on a die roll of 1-3. However, destruction of units in this manner may not be used for die roll modifiers for R&D (see 12.4), nor may nuclear attacks be used to fulfill R&D prerequisites involving combat in a particular environment or against a particular type of Alien unit.

20.3 Nuclear Fallout. Every time a nuclear attack is made, three IUs are immediately devastated. These IUs are to be as close to the target hex as possible. If several IUs are equally close, the Terran player chooses which ones will be devastated. The three IUs do not have to be in the same hex.

20.4 Nuclear Supplies. The Terran player may continue making nuclear attacks until less than three undevastated IUs remain on the map. If IUs are repaired (see 19.0) bringing the number above three again, nuclear attacks may be resumed.

20.5 Effect on Victory. If the Terran player achieves his victory conditions (see 15.0), but has made more than five nuclear attacks during the game, the game is considered to be a Terran Marginal Victory.

21.0 AIR FORCES

A Lander in a hex adjacent to an Army may be destroyed on a die roll of 1-3. This counts as that Army's one attack for that turn (see 10.3). The Lander must be in a land or part land hex. However, it may be in a hex which the Army is prohibited from entering because of an intervening sea hexside (see 8.6.1) or political restrictions (see 16.3).

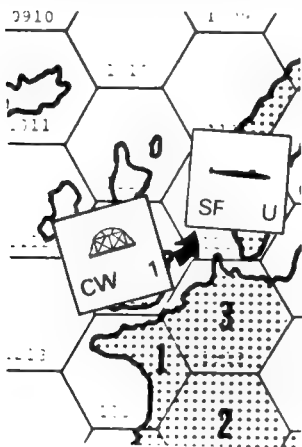
22.0 SUBMARINE TRANSIT ATTACKS

An (SF) or (ISF) in a part land-part sea hex may attack a Crawler in that hex if the following conditions are met:

A. The Submarine began the turn in that hex.

B. The Crawler entered the hex that turn, through an all-sea hexside other than one of the Great Lakes or the Caspian Sea (hexside 1512/1511), during the Crawler subphase.

The attack by the sub is considered Underwater Combat, even though the Crawler is considered to be on land at the time of the Fire Phase.



Example of Submarine Transit Attack: The Game Turn begins with the Crawler in England (hex 1212) and the Sub Fleet in hex 1211. The Crawler moves to Norway. Unless the Crawler destroys the SF during the Alien Fire Phase, the SF may attack the Crawler.

23.0 LANDING ALIEN SPACESHIPS

23.1 Movement. During any Lander movement subphase (see 5.0), the Mothership and/or one or more Escorts may be moved from the In Orbit box to any land or sea surface hex.

23.2 Mothership. The Mothership, all units in the On Mothership box, and all Alien and Terran units in the Mothership's hex are destroyed at the end of any Lander movement subphase in which the Mothership moves to a surface hex. Also, all IUs and OUs in the hex

are devastated. Terran Armies can be destroyed by the Mothership. (This is an exception to rule 10.5) Destroyed Armies cannot be rebuilt. The Aliens may not utilize beaming (see 8.3) for the remainder of the game.

23.3 Escorts. Escorts in land or sea hexes may attack during the Alien Fire Phase as if they were Crawlers. However, they are automatically eliminated at the end of the Alien Fire Phase, even if no Terran units are in the hex.

23.4 Effect on Terran R&D. Landing the Mothership is not considered combat for purposes of R&D prerequisites (see the Terran R&D chart), even though units are destroyed by it. Destruction of Alien units by the Mothership's explosion does not modify Terran R&D die rolls (see 12.4). Also, the elimination of the Mothership or an Escort in an all-sea hex does not modify the die roll for Improved Sub Fleet R&D (see Terran R&D chart).

23.5 Terran Space Units. As in the Basic Game, SAF and CORV units may freely move to and from the In Orbit box (see 8.6.3), but they may not attack while in surface hexes (see CRTs).

24.0 POISONED AIR

Armies may not attack if the Atmospheric Index is currently at five or less. Other units function normally.



TERRAN R&D

A die roll of one or two means successful R&D. If the conditions of the Die Roll modifier are met a die roll of one, two or three means successful R&D.

PROJECT: *Laser Batteries (LB)*

Prerequisites: 1. Land combat this turn

Die Roll Modifier: Base destroyed this turn

PROJECT: *Laser Tanks (LT)*

Prerequisites: 1. Successful R&D on LB on a previous turn

2. Land combat this turn

Die roll Modifier: Base destroyed this turn

PROJECT: *Disintegrator Batteries (DB)*

Prerequisites: 1. Successful R&D on LB on a previous turn

2. Land combat this turn

Die Roll Modifier: Crawler destroyed this turn

PROJECT: *Disintegrator Tanks (DT)*

Prerequisites; 1. Successful R&D on LT on a previous turn

2. Successful R&D on DB on a previous turn

3. Crawler attacked this turn

Die Roll Modifier: Crawler destroyed this turn

PROJECT: *Space Attack Force (SAF)*

Prerequisites: None

Die Roll Modifier: Lander destroyed this turn

PROJECT: *Corvettes (CORV)*

Prerequisites: 1. Successful R&D on SAF on a previous turn

2. Orbital comba this turn

Die Roll Modifier: SAF fired at the MS or an escort this turn

PROJECT: *Improved Sub Fleet (ISF)*

Prerequisites: 1. Underwater combat this turn

Die Roll Modifier: Any Alien unit destroyed underwater this turn

PROJECT: *Atmospheric Reconversion (AR)*

Prerequisites: 1. Atmospheric Index currently 15 or less

Die Roll Modifier: AC destroyed this turn

ALIEN PRODUCTION

Location of Base

Die roll needed to
produce a unit

On Mothership

1-3

Underwater

1-3

On land (automatic)

1-6

In Antarctica (Advanced Game)

1-3

TERRAN PRODUCTION

Unit Type	R&D necessary?	IU cost per unit	Number of units available
Army	No	30	14
SF	No	15	6
LB	Yes	5	12
LT	Yes	5	10
DB	Yes	5	10
DT	Yes	5	8
SAF	Yes	10	6
CORV	Yes	10	4
ISF	Yes	15	6
AR	Yes	15/point	—
R&D support	—	10/project/turn	—
IU Repair (Advanced Game)	No	10/IU repaired	—

COMBAT RESULTS TABLES

The number shown is the die roll needed to destroy target unit.

Land Combat

Aliens Attacking

Firing Unit	Target Unit						
	Army	LB,DB	LT,DT	SAF,CORV	SF,ISF	IU	OU
Crawler	—	1-6	1-3	1-6	1-3	1-3	1-6

Terrans Attacking

Firing Unit	Base, AC,CW	Lander
Army	1	1-6
LB,LT	1	1-3
DB,DT	1-3	1-3

UNDERWATER COMBAT

Aliens Attacking

Firing Unit	Target Unit
Crawler	SF, ISF 1-3

Terrans Attacking

Firing Unit	Target Unit	
	Base, AC, CW	Lander
SF	1	1-3
ISF	1-3	1-6

ORBITAL COMBAT

Aliens Attacking

Firing Unit	Target Unit	
	SAF	CORV
MS	1-3	1
Escort	1-6	1-3

Terrans Attacking

Firing Unit	Target Unit		
	MS	Escort	Lander
SAF	1	1-3	1-3
Corvette	1	1-6	1-6

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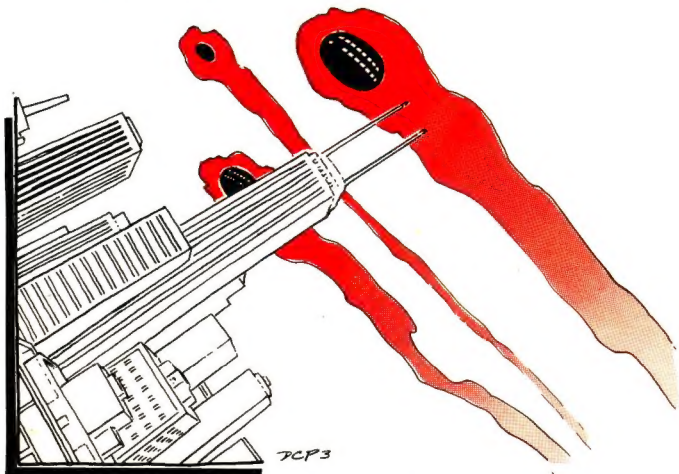
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THEY'VE GOT OUR AIR. . . .



It's 1983 and our air is going bad. An Alien generation ship invades earth with fantastic weapons and Air Converters. These survivors from another star are remaking Terra to suit their needs despite "indigenous biological activity". Mankind's back is against the wall — we must win or die gasping.

The monster's mothership beams down Crawlers, Production Bases and Atmospheric Converters. Our almost useless armies and sub fleets must be improved through crash research and development. All the world's nations must fight as one to protect industry and resources so new weapons can be produced. We can even learn to "reconvert" the air.

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Components include:

- *24 page rules booklet
- *12" x 14" map of the world
- *135 play counters

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TURN SEQUENCE:

1. Atmospheric Conversion
2. Alien Production
3. Deployment of bases & ACs
4. Movement: Beaming-Terran Transport-Crawlers-Terran Movement-Landers-Beaming
5. Combat: Aliens Fire-Terrans Fire
6. Terran Production
7. Terran R & D

IN
ORBIT

on
MOTHERSHIP

INVASION
of the
AIR-EATERS
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20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

ATMOSPHERIC INDEX